



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Aggressive on 1-level. Sound on 2-level. New suit NAT F1.			Lead	In P suit			
RESP to 1♠ O/C over 1m: 2♣=5+♥, 2♦=good raise,		Suit	3rd/LOW	3rd/LOW			
TRF RESP after (1x) 1M (DBL/1♠ TRF) from 1NT to 2M-1		NT	1st/2nd/4th [see supp sheets B1]	3rd/LOW	Category:	Blue	
2NT over 1M always 4+SUPP INV+ unless bid over a		Subseq.	2nd/4th through declarer (see other)	3rd/LOW	NCBO:	Sweden	
pass out seat 1M. JUMP CUE=mixed raise.		Other:	After a suit has been touched (played or discarded), we lead 3rd/LOW through declarer		Event:	Team trials 2024	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			Players:	Marion Michielsen – Per-Ola Cullin	
(1m) 1NT=15-18 SYS ON		Lead	Vs. Suit	Vs. NT	SYSTEM SUMMERY		
(1M) 1NT=15-18 2♣=F2♦ to play or 4oM		Ace	AKx(+)	AK(+)	GENERAL APPROACH AND STYLE		
R/O 11-14 over 1m and 11-16 over 1M		King	AK, KQ(+), [AKx(+), see B2]	KQ(+), AKJ10(+), [AK(+), see B2]	Strong ♣ a lá Johan Ebenius and Daniel Auby		
(1x) p (1y) 1NT=16-18 NAT RESP, 2y=CUE		Queen	Qx, QJ(+)	Qx, QJ(+), KQ109(+)	1♣ any 16+ (17+BAL) w/ highly ART RESP, nebulous 1+♦,		
(1Polish♣) p (1M) 1NT=5+♣ 4oM		Jack	Jx, J10(+)	Jx, A/KJ10(+), J10(+)	1M 5+ (semi-F 1NT), Precision style 2♣, 2♦ Multi (no strong option), 2M 6+ 10-13, 2NT 5-5 minors 8-13. Aggressive wide		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	A/KJ10(+), 109(+), 10x	H109(+), 109(+), 10x	ranging 1-level O/C. Sound 2-level O/C. Preempts could be		
WJO or wide range 2-suited [see supp sheets D1]		9	HT9(+), A/KJ9(+), 9x	H98(+), H9x, 9(+)	garbage @ favorable. Very light R/O DBL w/ right shape.		
		Hi-x	Sx, xxSxxx, HxSxxx	Sx, SSx, SSxx(+), HSx(+), [B1]	1NT=15-16 VUL and 14-16 NV w/ frequent upgrades, but		
		Lo-x	xxS(x), xxxS, HxS(x), HxxxS	xxxS, HxS, HxxS(+), [B1]	not w/o a good reason.		
Reopen: 2NT=19-21		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE (Style; Resp., reopening)			Partner's Lead	Declarer's Lead	Discarding	1M-2♣= ART GF	
[See supp sheets D1]		Suit: 1 st	Low=ENC*	Low-High=Even	Low=ENC	2♦= Multi, 5-9 HCP w/ either M	
		2 nd	Low-high=Even*	S/P**	Low-high=Even	2M= 10-13 HCP 6(7)M	
		3 rd	S/P		S/P	2NT= 8-13 HCP 5-5+ mm	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 st	As above *	Smith (High=like)	As above	1♠-2♥ and 1♥-2♦ shows approx. 8-14 HCP w/ SUPP	
2♣=MM, could be (43)-5-1, 2♦=6(5)M or strong 5M-5m		2 nd		S/P		1♠-2♦= 3-14 HCP 5+♥ (if only 5, RESP will not pass 2♥)	
2M=5+M 4+mi (vs strong) or constructive 6M (vs weak).		3 rd		Low-High=E			
Passed hand: DBL=MM, 2m=m+M, 2M=NAT;		* Special rules apply to trick 1 on A/K lead [STD or S/P, see supp sheets B3]					
@ favorable DBL=MAX, 2♣=MM, 2♦=♦+M, 2M=NAT		** In the trump suit, S/P is 1 st priority					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES		
2NT=15-18, DBL=T/O, (2♦/♥/♠)-DBL-(pass/2M)-LEB		TAKE-OUT DOUBLES (Style; Responses; Reopening)			1X (DBL) RD = F2X (FG if 1♣)		
(2m) 3m=MM, (2/3M) 4m=5+m and 5+oM NF		Light on ideal shape. Aggressive when balancing or R/O. Off shape OK			1♣ (4NT+); 1♣ (1♥) pass=F1		
(2M) 3M=mm, (3m) 4♣=M+om 4♦=MM		if 16+ (14+ 4 th seat over 1X). Converting ♣ to ♦ does not show extra					
VS. ARTIFICIAL STRONG OPENINGS		values. ADV CUE is FG over 1♠, otherwise F1. ADV DBL is RESP.			(3X) – DBL – (5X): FP @ favorable		
On strong hands we usually pass at first		ADV non jump 2NT is never NAT, ADV 3♥ over their 2♠ is always INV.			1NT-(DBL)-RD and 1NT-(2X ART)-DBL = F2NT		
DBL=MM NT=mm		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
		SUPP DBL and RD, not mandatory. INV DBL when there is no other INV bid.			In relay bidding we use ZZ-points and not HCP.		
OVER OPPONENTS' TAKE-OUT DOUBLE		DBL of OPPT SUPP showing ART bid is T/O unless FG.			A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0		
RD sets forcing pass to 2M, TRF over 1M – (X)		(1X) – 1M – (DBL) – RD=10+, normally 2 card SUPP.			Psychics: Happens but pretty rare [see supp sheets G1]		

OPENING BID DESCRIPTIONS							
Opening	Tic k if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	-	4♠	17+BAL/16+ UNBAL any distribution, UNBAL 15 w/ 11ZZ is opened 1♣. ZZ: A=3zz K=2zz Q=1zz J=0zz	1♦=0-4ZZ (maybe FG strength), 1♥=ART 5+ZZ no SPL, 1♠=as 2♣- w/ 5-7ZZ, 1NT=5+ZZ w/ 5+♥ w/o SPL or 5+♠ w/ SPL, 2♣=8+ZZ w/ 5+♦ any SPL or (4441) w/ 4♦, 2♦=8+ZZ w/ 5+♥ any SPL, 2♥=8+ZZ w/ 5+♠ two suiter w/o void or 4414, 2♠=8+ZZ w/5c+♣ any SPL	1♣-1♦; 1♥=16-19 5+♥ or 20+ any 1♣-1♥; 1NT+ = same as 1♣-1NT+ by RESP but 9-13ZZ. Else 1 step by opener is ASK and 2+ steps NAT WK or wild distribution.	RESP may FG w/ 4ZZ.
1♦	X	1	4♠	a) 11-13 BAL (NV) (11)-14 BAL (VUL) b) 10-15 UNBAL w/ 5+♦ or (xx)45 c) 10-16 any 4441	2m=NAT FG, 2M=4-8(9) 6M, 3m=NAT G/T, 3M=NAT PRE	1♦-2m; 2M (BAL w/ 4M)	2m=NAT NF 2♥=5+♠, 4+♥, less than G/T
1♥		5	4♠	10-15 (5-10 ZZ) 5+ suit	2♣=ART FG ASK, 2♦=Good Raise+ (8-14-ish), 2♠=5-9 6♠, 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK	1♥- 1♠; 2NT=G/T+ w/ SUPP	2♣=Drury 2♦=NAT NF 2♠=G/T w/ 4+SUPP, any SPL 2NT=G/T w/ 4+SUPP w/o SPL 3m=SPL w/ 4+SUPP, 7-9
1♠		5	4♥	10-15 (5-10 ZZ) 5+ suit	2♣=FG relay, 2♦=6+♥ S/O or 5+♥ G/T+, 2♥=Good Raise+ (8-14-ish), 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK but constructive 4+♠-raise.	1♠-2♦: 2♥= may be 0♥ 1♠-1NT-2NT: good 6♠4m	2♣=Drury 2♦/♥=NAT NF 2NT=G/T w/ 4+SUPP, any SPL 3X= SPL w/ 4+SUPP, 7-9
1NT		-	4♥	NV=14-16 VUL=15-16 5M(332) within range normally always opened 1NT. Frequent upgrades, but not as frequent as most.	Stayman. 4-way TRF. 2♠ a) Range ASK b) 6+♣ any strength or c) WK 55mm. 3♣=ASK 5M 3♦=FG w/ both m, 3M=SPL w/ 3oM F4m, 4♣=55MM, 4red=TRF		
2♣	X	5	4♠	10-15(16) 6♣ or 5♣+4M	2♦=ART G/T+ ASK, 2M=NAT NF, 2NT=G/T+ w/ ♣ SUPP 3♦♠♣=NAT FG w/ good 6+ suit		
2♦	X	-	-	WK (4)5-9 w/ one M RESP expects 6 card M, but 5 cards M is allowed	2NT=F1, 4♣=Asks opener to TRF to her suit, 4♦=Asks opener to bid her suit, 4♥=P/C	2M-2NT; 3♣=any MAX, 3♦=MIN w/♥, 3♥=MIN w/♠	
2♥		6	-	10-13 6+ suit	2NT=G/T+, normally w/ 2+ SUPP		
2♠		6	-	10-13 6+ suit	As above		
2NT	X	-	-	8-13 5(+)-5(+) minors	3♥=FG ask, 3♠=NAT FG, 4m=WK NV, constructive VUL		
3♣		6	-	Weak VUL: Solid style Favourable: Very aggressive, particularly 3 rd seat.	3♦=Puppet to 3♥ 4♦= Optional Keycard	3♣-3♦; 3♥- 3♠=FG w/ 5, 3NT=Suggestion, 4♣=G/T	
3♦		6	-	As above	4♣= Optional Keycard		
3♥		6	-	As above	4♣= ART S/T w/ SUPP, 4♦= RKCB		
3♠		6	-	As above	4♣= Optional Keycard, 4♦=Choice of 4♥/4♠		
3NT	X	-	-	1 st /2 nd Solid Major 3 rd /4 th To play			
4♣		6	-	Weak	4♦= Optional Keycard		
4♦		6	-	Weak	5♣=Good raise		
4♥		6	-	Weak (We try very hard to open 4♥ on as many hands as reasonably possible)	5m=asks for control in m		
4♠		6	-	Weak			
HIGH LEVEL BIDDING							
RKCB 1430, 3♠/NT-serious, 1 st and 2 nd round controls are bid up the line, Voidwood (03/14) if jump to five level uncontested.							